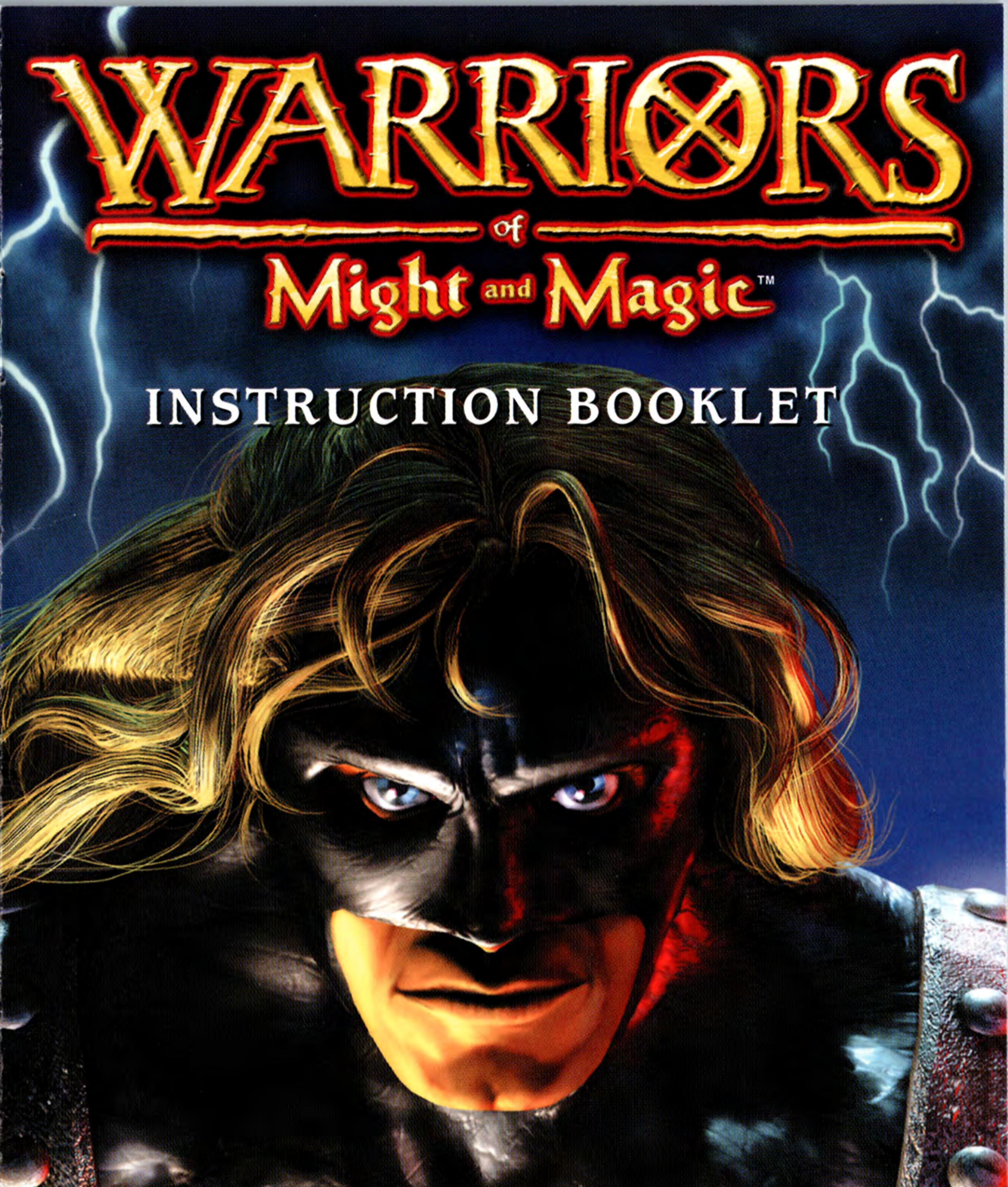
WARRIORS of Might and Magic™

INSTRUCTION BOOKLET



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CONTENT RATED BY ESRB

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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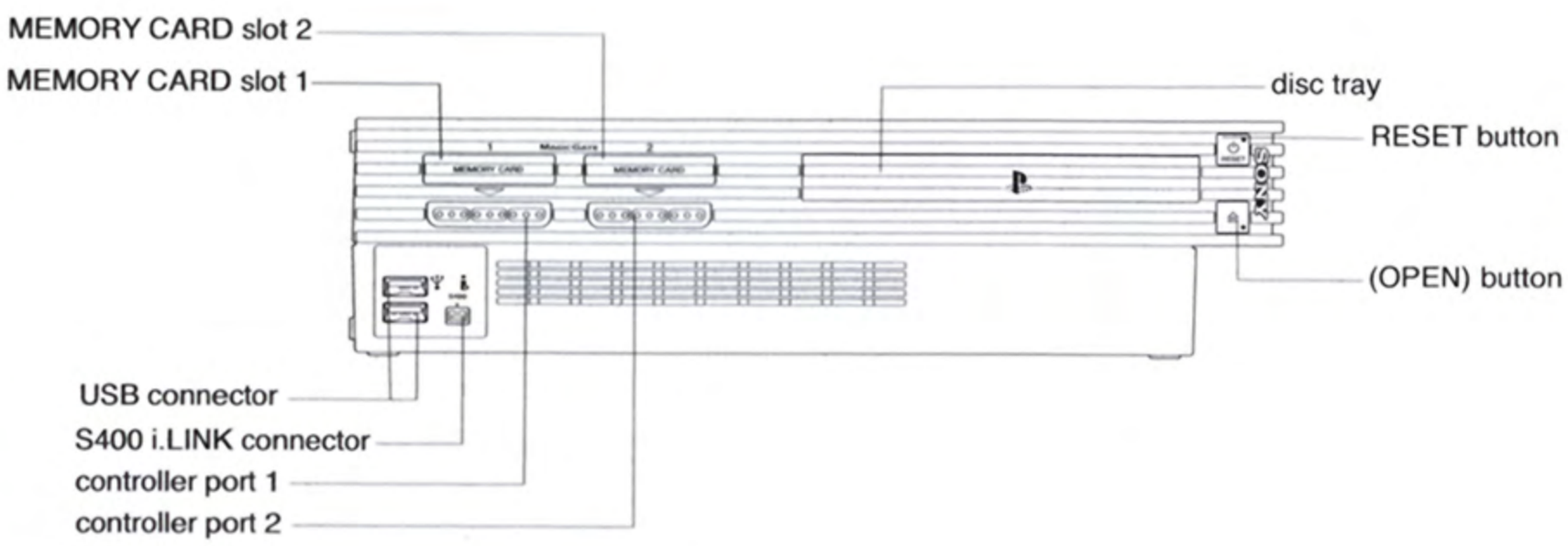
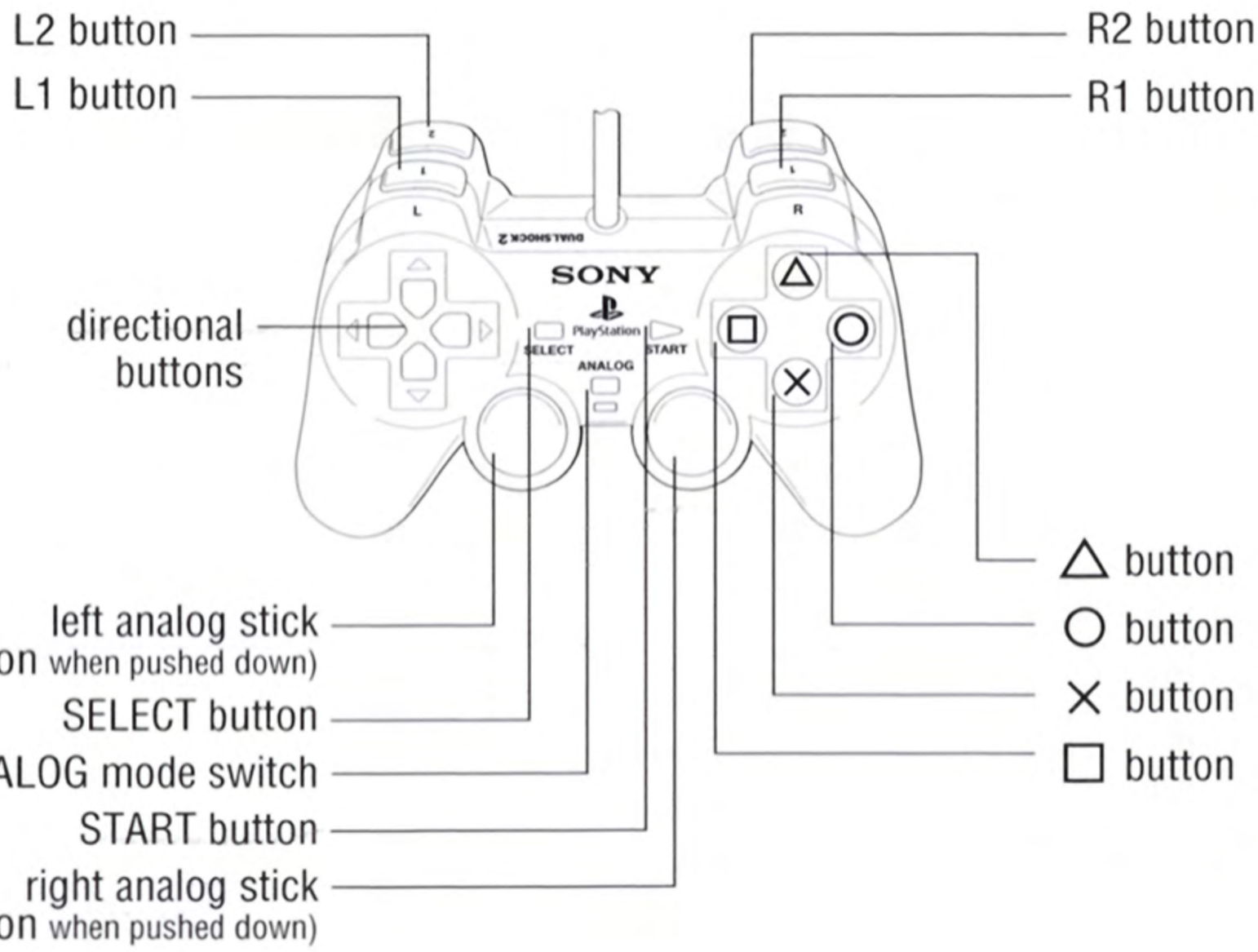
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Warriors of Might and Magic™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK™2 Analog Controller



Memory Card (8 MB) (for PlayStation®2)

It is strongly recommended that you play Warriors of Might and Magic with a memory card (8 MB) (for PlayStation®2). Without a valid memory card (8 MB) (for PlayStation®2), you will not be able to save your progress.

A memory card (8 MB) (for PlayStation®2) is used to save game progress and configuration. Before you turn on the PlayStation 2 console, insert a memory card (8 MB) (for PlayStation®2) with at least 500 KB of available save space into MEMORY CARD Slot 1. (MEMORY CARD Slot 2 is not used.)

It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.

To save your game progress

You can save your game at any point. If you do not have 500 KB free, you may be able to save a game by overwriting a previously saved Warriors of Might and Magic game. Once a game has been overwritten, you cannot return to that saved game.

- Press the START button to enter the In-Game Pause Menu.
- Use the directional buttons or left analog stick to highlight the Save Game feature. Press the ⊗ button to select it.
- You will be given the option to save to an empty game slot or overwrite an existing saved game.

If you choose to overwrite an existing saved game, you will be asked if you are sure you want to overwrite the saved game.

FREE MEMORY TO SAVE

If your memory card (8 MB) (for PlayStation®2) does not have at least 500 KB of available save space, you will receive a message saying **Not enough free memory to save**. You must then either insert a new memory card (8 MB) (for PlayStation®2) with at least 500 KB of available save space, remove the *Warriors of Might and Magic* DVD and use the browser to free space on your memory card (8 MB) (for PlayStation®2), or decide to play without the option of saving your progress.

STARTING PLAY

Use the △ and ▽ directional buttons or up and down on the left analog stick to select menu options, then press the ⊗ button to select.

If the option works like a toggle – cycling through two or three options – using either the ◁ or ▷ directional buttons.

Starting Menu

New Game. Start the game from the very beginning, where you view the first storyline movie, survive the fall down into the Pit of the Accused and pick up your first weapon.

Load Game. When you load a game, you can restart from any of your previous saved games.

Controls. Takes you to the Controller Menu that allows you to choose between three different controller configurations.

Settings. Takes you to the Settings Menu, which allows you to control Sound Effect and Music volumes. You may also turn Audible Footsteps and Vibration on or off in this screen.

Previews. View upcoming 3DO titles.

Credits. View game credits.

New Game Menu

Before starting a new game, you are presented with 3 options:

Difficulty. You may choose between Easy, Medium and Hard difficulty settings. To do this, select the difficulty settings option. Then use the ◁ or ▷ Directional buttons or left analog stick to select the difficulty setting you desire.

Vibration. Toggles vibration on and off for your DUALSHOCK 2™ analog controller. When the gold ball is visible, you will feel vibrations throughout the game.

Start Game. Starts a new game with the settings showing in the options on the screen.

Settings Menu

Sound Effects Volume. Controls the sounds of action and dialog inside the game. Use the ◁ or ▷ directional buttons to control the volume. Left gives less volume, right gives more.

Music Volume. Controls the volume of background music. Use the ◁ or ▷ directional buttons to control the volume. Left gives less volume, right gives more.

Audible Footsteps. Press the ⊗ button to toggle your footsteps on or off. When the gold ball is visible, you can hear the sound of your steps.

Vibration. *See above.*

Load Game Menu

You will be presented with any saved games you have on your inserted memory card (for PlayStation®2). Selecting a specific file and pressing the ⊗ button loads that saved game.

To load a game in progress

Insert your memory card (for PlayStation®2) *before turning on* the PlayStation 2 console.

Select **Load Game** from the Starting Menu or from the In-Game Pause Menu. You will be given a selection of previously saved games. Select the one you wish to load. The saved game on the memory card (for PlayStation®2) will load, and you'll resume play from that saved game.

Should you be unfortunate enough to lose all your Health points, you will die. If you choose not to load any previously saved progress or do not have a memory card (for PlayStation®2) inserted, you will need to start a new game.

Controller Menu

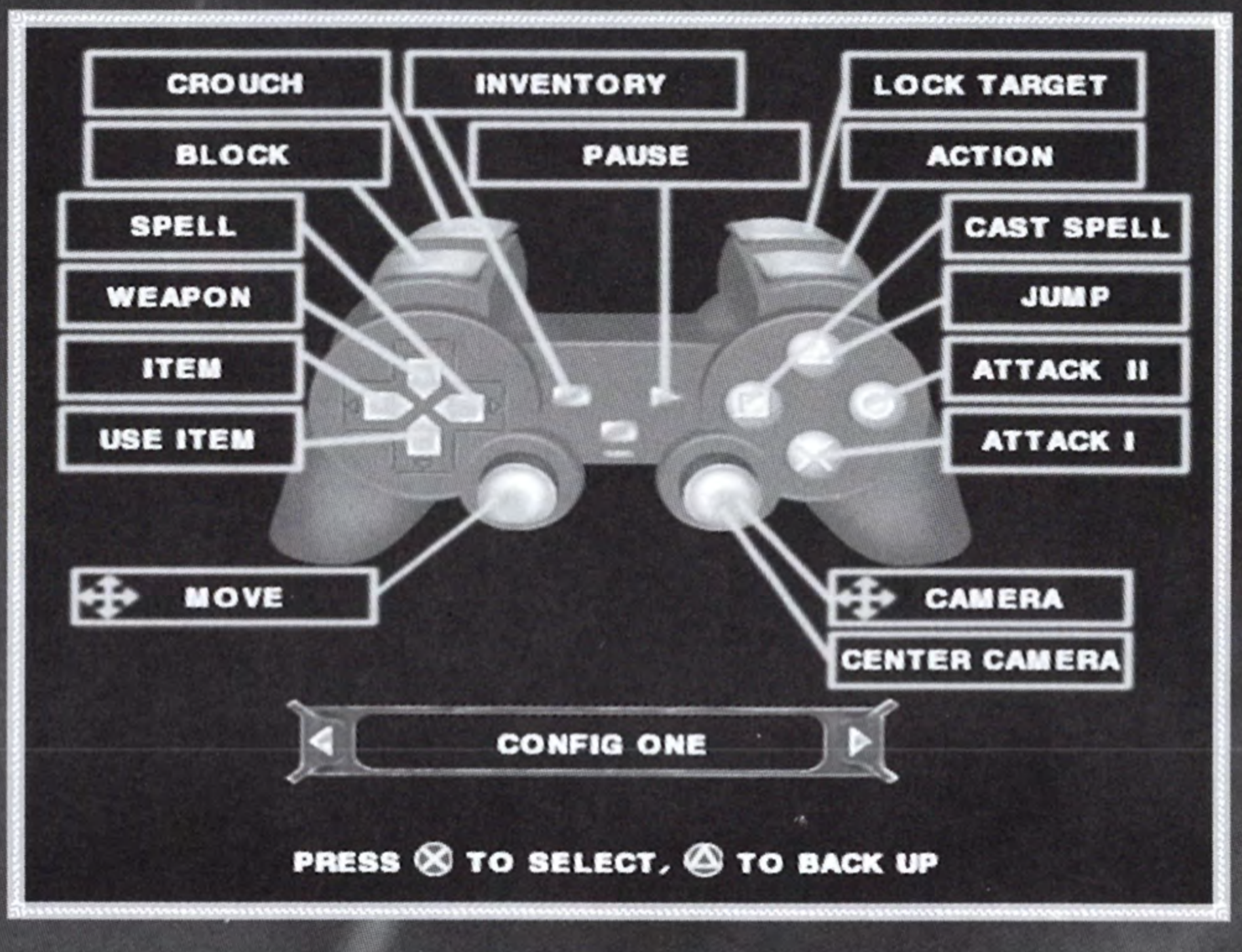
When you select the Controller Menu, there will be controller configurations to choose from. Use your left analog stick or directional buttons to cycle through the different configurations.

Each controller has a different set of button commands. Look at each configuration and see which one is best for your play style.

When you've decided which configuration is best for you, make sure it appears on the screen, and then press the ⊗ button to save your choice and exit the screen, or press the △ button to cancel.

CONTROLS

The controls listed below are the first default setting. Controller actions in this manual refer to the first set of default controls.



Controlling Your Character

MOVING AND TURNING

Use the left analog stick to control your movements.

Move away from the camera.	△	push stick up
Move toward the camera	▽	push stick down
Move to the left of the screen	◁	push stick left
Move to the right of the screen	▷	push stick right

LOOKING AROUND

You can look around by moving the right analog stick. When you start running again, the camera returns to its position behind you.

Interacting with the World

Picking Up Items. You pick up items (including weapons and armor) with the R1 button after the item is highlighted. When you get close enough to the item, it will highlight. Press the R1 button and it will be taken into your inventory. In the case of armor, shields and weapons, they will be automatically readied.

Using new Armor, Weapons and Shields. With armor, weapons and shields, anything you pick up is automatically equipped. If you want to return to your previous weapon, you'll need to equip it again.

Opening Chests and Doors. Opening chests and doors works the same way as picking up other items. When facing the chest or door, it will highlight. Press the R1 button to activate/open it.

Using Platforms. Sometimes you'll encounter moving platforms. Some platforms will only move when you're standing on them, while others are in constant motion. Occasionally you will have to use a moving platform to reach your goal. Timing, in these cases, is critical.

Destroying Objects. There are objects in the game that can be destroyed by a direct attack.

Interacting with People. Occasionally you'll talk to people or creatures. To interact with them, simply move up to them and, while facing them, press the R1 button.

Encountering Traps. You may be unfortunate enough to run across some traps. These are sometimes difficult to see, and can throw fireballs or lightning, causing significant harm to you.

IN-GAME DISPLAY

In-game information is displayed in two places: the upper corners of the play screen and the Inventory Screen.

INVENTORY SCREEN

Stats

Rings

Armor

Shield

Shield/ Armor Item Icons Display

Amulets

Gold

Weapon

Magical Defense

Might

Physical Attack

Magical Attack

Physical Defense

Speed

Intelligence

Endurance

HEALTH GAUGE

The curved green line in the upper-left side of your screen shows how much Health you have. A full green line indicates full Health. Every time you are hurt – by an enemy, a trap or falling from a height – you lose some of your Health. When the green line disappears entirely, you die.

You receive Health by drinking Health Potions. When you gain a level, your maximum possible Health and Mana increases.

Using Potions

You can add a potion to your inventory by picking it up. Once it's in your inventory you can use it. When you have full Health, drinking Health Potions will have no effect.

- Center the potion in the screen until it highlights.
- Press the R1 button to pick it up.
- Then select the potion in your Items Inventory. (This is just under the Health Bar.) Hold down the ◁ directional button and use the L1 or R1 button or the right analog stick to cycle through your inventory.
- Press the ▽ directional button to drink the potion. When you drink a potion, it disappears.

MANA BAR

Mana is the magical energy that powers your spells.

The curved blue line on the right side of your screen indicates how much Mana you have. Each time you cast a spell, the blue line gets a little shorter, showing a decrease in your available Mana. If you have insufficient Mana, you can't cast a spell until you get more Mana. Different spells consume different amounts of Mana, so be careful what spells you cast, and how often you cast them.

When you drink Mana Potions, some or all of your Mana is restored (see **Using Potions**, p. 11). When you go up a level of experience, the maximum possible Mana increases.

HOT MENUS

There are 3 hot menus in the game. They allow the quick switch of Items, Weapons, and Spells.

Items: Uses the the ◁ directional button. If it is held, the game pauses, and 2 items in the list appear below, and 2 appear to the right. Press the right stick to cycle through the items.

Spells: Works the same as the Items menu, but uses the ◁ directional button.

Weapons: Works the same as Items and Spells, but uses the △ directional button.

CURRENT ITEM

You can hold things other than weapons: things like keys and potions can be "readied" for use. In the case of keys, you need to be standing next to the object to be opened before you press the R1 button.

1. Press the Items Hot Menu (the ◁ directional button) until the Items' Hot Menu appears.
2. Use the right analog stick to page through items until the one you want to use is in the item ready slot (so it stays on screen when you let go of the Hot Menu button).
3. Drink the potion(s) by using the ▽ directional button. Use keys and external objects by pressing the R1 button.

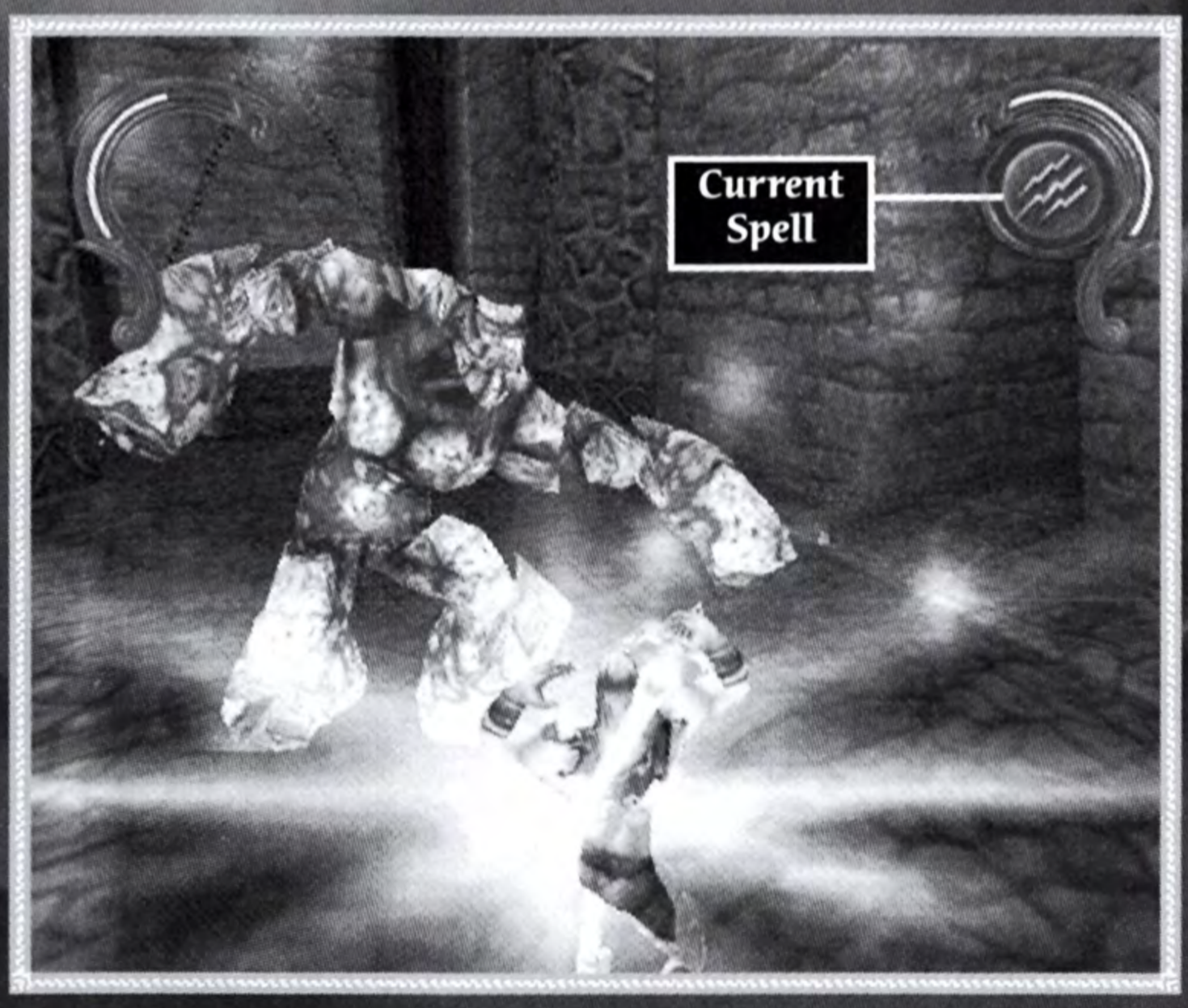
CURRENT SPELL

To cast a spell, press the ◎ button.

The current spell (the one that you are ready to cast) is the small circular icon under the Mana bar.

1. To ready a new spell, press and hold the Spell Hot Menu button (the ▷ directional button).
2. Cycle through the spells using your right stick until the spell you want to use appears in the spell ready slot (so it stays on screen when you let go of the Spell Hot Menu button).
3. Let go of the Spell Hot Menu button.

(For more information on spells, see **Casting Spells,** page 21.)



Inventory Screen

To access the Inventory Screen, press the SELECT button, or select Inventory from in-game pause menu.

WORN ITEMS

The figure of Alleron's body shows what items you are currently holding and wearing – armor for the chest, arms and legs, as well as amulets, rings, weapons, and shields.

Armor appears on your body as you pick it up. Rings and amulets appear in the small circles, your current weapon is shown in the space to the left, and your current shield is in the space to the right.

The first time you pick up a weapon, shield, or armor, you'll automatically put it on.

To Equip an Item

1. Move the cursor to the item slot (for instance, the shield slot).
2. Press the ⊗ button.
3. Move the cursor over the item you want to equip (it will be in the Inventory Box).
4. Equip yourself with that item by pressing the ⊗ button.
5. To keep the original item, press △ to back out of your selection.

INVENTORY

Everything you have is displayed on the Inventory Screen (see image on page 10).

You can store multiples of the same kind of item in an inventory slot. For instance, if you have a health potion, and you find another health potion, you can keep both of them in your health potion area of the inventory.

While you can only wear one item in each ready slot at a time, you can carry up to five different armors and weapons in your inventory.

If you can't carry any more items in a particular inventory slot, and want to pick up another item of that type, you must first drop one of the items from that slot.

The number of potions you can carry is unlimited.

To drop an item, highlight it and press the ◎ button.

Some items have an immediate effect on you. For instance, the better the armor you wear, the harder you are to hurt. For elemental effects, see **Elemental Dynamics**, page 18. As you equip items, your status bars will change to reflect the effects of the items you have on. For instance, if you find a sword that increases your Magic ability, when you put it on, your Magic status bar would become longer.

ITEM BAR

To highlight an item in the Item Bar, move the cursor over it.

When you highlight an item, its description appears in the Item Bar.

In-Game Pause Menu

Press the START button to pause the game and enter the In-Game Pause Menu.

Resume. Press the START button a second time to return to the game at the point when you pressed the START button.

Load. Restart the game from any previous point saved on your memory card (for PlayStation®2). See **Load Game Menu**, page 7, for more details.

Save. Saves your current game in progress. You can have as many saved games as your memory card (for PlayStation®2) can hold, although you can overwrite previously saved games as often as you like. You can only save games if you have a memory card. See **Memory Card** (for PlayStation®2), page 4, for more details.

Inventory. Takes you to the same Inventory screen as the SELECT button. See **Inventory Screen**, page 14, for more details.

Controls. Takes you to the **Controller Menu**. See page 7.

Settings. See page 6 for instructions.

Quest. Allows you to view your game objectives and their status.

Quit. Takes you to the end level screen.

PERSONAL STATISTICS

There are four statistics that affect how good you are in combat: Might, Intelligence, Speed and Endurance. The higher the statistic, the more effective you are in a fight. Statistics are represented in your Character Screen (inventory) through a series of vertical bars. As the statistic in question rises, the bar for that statistic also rises. A level up arrow will appear in the lower right corner of the screen. This will stay up until the player spends all of their bonus statistical points.

Each of your four statistics has a starting value based on your difficulty level. These numbers are increased by wearing items that give bonuses, and are also raised every time you go up a level. For each level that you obtain, you are given ten points that you can distribute — any way you like — to the four statistics.

Might. The more might you have, the more it hurts whenever you physically hit an enemy. It's essentially muscle strength — it improves the damage done when you hit, kick or swing a weapon.

Intelligence. Spells are powered by Mana, but you use your mental energies to focus that power. The more magical you are, the higher your spell damage will be.

Speed. Speed is more than just how fast you run, it's how fast you block, how fast you hit, and how fast you recover from being struck by your opponent.

Endurance. The more endurance you have, the more damage you can take from monsters' physical attacks.

COMBAT STATISTICS

In the Inventory Screen there are two columns below and to the left of the character and two columns below and to the right. The two left bars represent how well your attacks will work, and the two right bars show how well you'll be able to defend yourself against attacks. As you change the items that you have ready, these bars get longer and shorter.

The leftmost bar shows how much physical damage your weapon does, while the inner left bar represents the type and amount of elemental damage that you can do in combat.

The innermost right bar represents how resistant you are to physical damage. The far right bar represents how much elemental resistance you possess and against which type of element.

See **Elements**, page 17, for more information on offensive and defensive capabilities of elemental powers.

LEVELING UP

When Alleron gains a level, he goes into the level up animation (where the camera circles around his newly vanquished foe).

· The text box displays the current highlighted statistic, Alleron's new/current level, and an experience bar showing progress to the next level.

· The Inventory box holds the points available (10 per level up) to distribute on statistics.

· The stats box is selected by default, and the Endurance icon is selected.

COMBAT

To conquer your opponents, you're going to need weapons and armor, and as the game progresses, you're going to need stronger and more powerful ones.

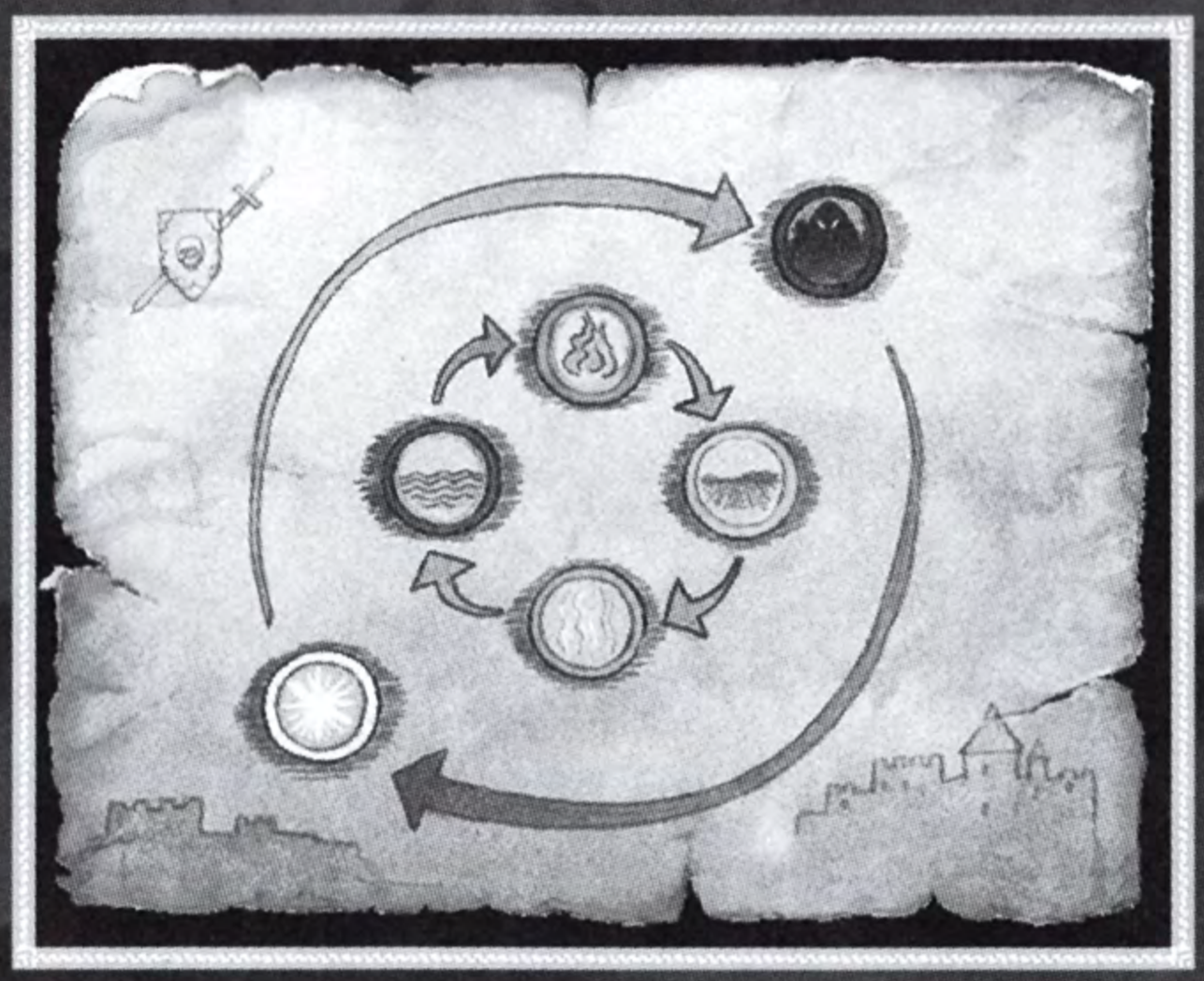
Elements

In Ardon, the elements play a very important role in the way magic works. Any magical thing – enchanted weapon, armor, spell, etc. – has an associated element.

All monsters also have an associated element.

ELEMENTAL COLORS

You can tell what element an item or creature is aligned with by its color. Items will glow with their associated color. Monsters, Mana, and Health Bar are the color of their element.



Water. . Dark Blue

Fire . . . Red

Earth . . Green

Air. . . . Light Blue

Light . . White

Dark . . Dark Purple

ELEMENTAL DYNAMICS

Each element has an "opposed" element that it works particularly well against. Weapons whose elements are opposed to their enemy's element will do more damage. Similarly, if you're wearing armor whose element is opposed to the attacking monster's, you won't take as much damage.

Primary Elements

Fire beats Earth
Earth beats Air
Air beats Water
Water beats Fire

Secondary Elements

Light beats Dark on attacks
Dark beats Light on attacks
Light is good against Earth and Water
Light is poor against Fire and Air
Dark is good against Fire and Air
Dark is poor against Earth and Water

Weapons

To pick up a weapon, run close to it and press the R1 button. When it disappears from the screen you've grabbed it and are ready to use it.

There are three categories of weapons: One-handed, Two-handed Narrow, and Two-handed Wide.

SELECTING A WEAPON

Hold down the △ directional button and use the right analog stick to select the weapon.

Weapons/Examples

Bone Club. *This hammer weapon is really just a bone to swing until something more suitable can be found.*

Short Sword. *A small yet quick weapon, the short sword does light damage against opponents.*

Pickaxe. *Sturdy and large, the pickaxe is the standard Dwarven war tool. It is a slow weapon but can deliver a good amount of damage.*

Long Sword. *The long sword has been a staple weapon for adventuring. It is a well-balanced weapon that deals moderate damage to foes.*

Battle Axe. The battle axe cleaves steel, leather, and flesh alike. This does solid damage against even well-armored enemies.

Claymore. A very large and dangerous sword, the claymore does massive damage to anything it strikes. Even a non-magical claymore can deal more destruction than some magically enchanted items.

War Hammer. The war hammer is a very powerful bashing weapon. The war hammer is the master tenderizer: the net result of almost any strike is pulp.

Angelic Hand Weapon. The Angelic hand weapon is a magical halberd created from purest light. This axe weapon almost sings its divine origin with each strike.

SELECTING A TARGET

On your first swing, your blow will auto-target to the nearest available target. At that point, if it is an enemy, a health bar will appear above its head. That monster will remain targeted as long as you keep that monster within a limited arc in front of you. If you don't make any attacks within a short amount of time, the health bar will fade from over the target's head and auto-targeting will retarget the nearest creature when you attack again. You can also switch to a new target using the R2 button.

Attacking

There are a variety of attacks that can be used with any weapon.

BASIC

Horizontal Swing . . . . . ◎

Vertical Swing (faster) . . . . . ⊗

Swing Left, then Right . . . . . ◎, ◎

Swing Up, then Down. . . . . ⊗, ⊗

Uppercut. . . . . ◎⊗ (simultaneously)

COMBO

Swing Left, Right, Kick, Swing Left . . . ◎, ◎, ⊗

Vertical Swing Up, then Down, Kick. . . ⊗, ⊗, ◎

CHARGED

Power Slash (Horizontal) * . . . . . ◎ (hold for short period then release)

Power Slam (Vertical) * . . . . . ⊗ (hold for short period then release)

FULL CHARGE

360-Spin Attack * . . . . . ◎ (hold for extended period then release)

Jump Vertical Slam * . . . . . ⊗ (hold for extended period then release)

* *Some weapons cannot be used with the Charge and Full Charge actions.*

Defending

You can swing *and* block, parry or crouch, but any attack done while also defending will do no more than standard damage. This is true even if your attack is charged, or you have a weapon whose element is dominant (see **Elements**, page 17).

Parry . . . . . L1 (while *only* holding a weapon)

Block . . . . . L1 (while holding a shield)

Crouch L2

ARMOR EXAMPLES

Studded Leather. Sturdier than common leather, this armor is made from boiled leather with metal studs sewn into the chest and shoulders for added protection.

Scale. Overlapping metal is fastened over leather armor to form the scales of this armor. Sometimes actual dragon scales are used instead of metal to create this light weight armor.

Light Plate. Chain combined with steel plates form this sturdy armor. It is lighter than plate and more durable than most light or medium armors.

Banded. Perfected in another culture, this armor is made of finely woven leather sewn to strips of metal and chain. The tight weaves and interconnecting pieces give good protection without creating too much of a mobility problem.

Full Plate. The most sturdy of modern armor, full plate lives up to its name. Large plates are fastened over ninety percent of the body. What the plates do not cover is protected with double-woven chain.

Guardian Plate. Plate armor is made better with Guardian Plate. Earthen magics are used to increase the durability of this armor as well as provide good protection against Air attacks.

Armor of Reason. Also called Mage Armor, this Water-based armor is not only a good defense against Fire attacks, but also increases the damage that its wearer's spells do.

Talismanic Shield. This impressive shield not only blocks melee attacks, but also adds Earth magic to its wielder's defense.

Casting Spells

Spells are another, and very effective, way of attacking the enemy.

Each time you cast a spell, you use Mana. You only have a limited supply of Mana (although you can find replenishing potions) so you should choose carefully what spells you cast, and when you cast them.

Your current Mana level is shown in the blue Mana bar on the right side of the Status Indicator.

LEARNING SPELLS

When you find a spell book, pick it up. Its spell will automatically be added to your spell list.

SELECTING SPELLS

Hold down the ▷ directional button and use the right analog stick to select the spell.

CASTING SPELLS

The ◎ button casts the currently selected spell.

SPELLS

Fire

Torch Light – You and your immediate surroundings illuminate as if you were holding a torch.

Ring of Fire (AE*) – You send a wave of Fire out from where you stand. All affected targets are burned.

Speed – Your movement and attack speeds increase temporarily.

Fireball – You send out a ball of Fire to damage your opponent.

Heroism – Power and zeal fill you. Your speed and damage ratings improve temporarily.

Earth

Slow – Your target's movements decrease temporarily.

Stone Skin – Magical, stony armor surrounds you. Your armor rating improves temporarily.

Shard Spell – Projectile, direct damage to enemies, Earth damage. Can hit more than one enemy at a time.

Fear – Affected opponents see you as a *very* powerful foe. Their attacks against you have a greater chance to miss. Weaker victims may simply run away.

Tremor (AE*) – You create a shockwave rumbling out from where you stand that damages opponents with an Earthly blast.

***AE: Area Effect spells will affect all targets within a limited radius of Alleron.**

Air

Silence (AE*) – You send a shockwave rolling out from where you stand. All affected opponents temporarily lose the ability to cast spells or use auditory attacks.

Charm – Your target sees you as very charismatic. You can temporarily persuade enemies to your cause.

Lightning Storm – You send out a bolt of lightning to damage your target.

Phantoms – Your target sees illusionary monsters attacking him from all sides. Your target takes real damage from them.

Invisibility You temporarily become invisible.

Water

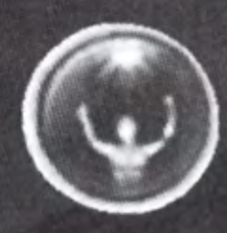
Arctic Blast – You send a bolt of ice forth to damage your target.

Shield of Ice – A magical shield temporarily protects you from Fire-based attacks.

Cure Wounds – You heal yourself of damage.

Snap Freeze (AE*) – You send a shockwave flying out from where you stand. All affected opponents are damaged by super-cooled air, with a chance of being stunned.

Light



Bless – You gain physical attack points and protection. Your attack and armor ratings are temporarily improved.

Divine Protection – You gain temporary Light protection.

Holy Wrath (AE*) – You send a mighty blast out from where you stand. All affected evil and undead opponents are burned by holy Light.

Summon Light Elemental – You summon a magical creature of Light to fight for you.

THE MASK

It is said that no one knows where the Mask of the Accused comes from. All anyone knows is that it's the ultimate tool of justice, saved for when even execution is not punishment enough. The Mask is a hood of glistening skin and bone that moves as though it's alive, that slithers over the head and shoulders of the condemned and digs its claws deep into the flesh. Once it's attached, no amount of struggle can ever remove it...the claws just dig in deeper.

These days, the Mask is the fate for those who have been tried for the high crime of Necromancy, the magic of the dead. Necromancy is thought to be the darkest of the dark arts, and the practitioners are universally feared and reviled. Parents frighten their children with stories of the dead being summoned back as undead – stories of meeting once-familiar family, friends or pets that have been ensorcelled into rotting, bloodthirsty creatures.

In truth, however, there have only ever been a handful of Necromancers on Ardon, and if any of them ever unleashed a monster on a neighboring village, it was probably simply an oversight. Those few mages who used their magic powers to study death didn't seek to hurt anyone, but only wanted to investigate the far side of the circle of life...the part of mortality that is hidden to the eyes of the living. These necromancers did not seek to destroy civilization or create armies of undead, but simply to understand the world a little better. Or rather, that was the goal of most of them.

There was one who studied the dark arts for the power that it gave him. He was not curious about the world's mysteries, and he did not revere the sanctity of nature's dictates. To him, the power over death was the power over life. He has never even tried to summon an army of dead to follow him, but then he's never needed to. His secret magics have given him all the power he's ever wanted.

It is said that no one knows where the Mask of the Accused comes from. That is not altogether true. The Grand Inquisitor knows.

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